WEI SHI

SOFTWARE ENGINEER

Wichita, KS hello@shixwei.com



shixwei.com



github.com/weiish



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SUMMARY

I'm a self-taught developer with two years of experience wearing many hats in a small high-tech company. I believe in life-long learning, so I'm fully prepared to adapt to the job at hand.

SKILLS

Languages

Javascript Python C# (Unity) MATLab

Front-End

React Redux HTML5 CSS

Sass

Back-End

Node.js Express.js Socket.io REST APIs

Databases

MySQL

MongoDB Mongoose

Other

Git Heroku Adobe Illustrator Blender Adobe After Effects OOP

EXPERIENCE

Software Engineer and Operations

UAVradars LLC, Lawrence, KS

May 2016 - Feb 2019

- Conducted data analysis and rigorous testing using MATLab to calibrate collision avoidance radars for unmanned aerial vehicles.
- Designed, implemented, and optimized software that monitors live radar data and GPS/INS during manned aircraft flight tests, improving common workflow speeds by over 100%.
- Maintained company website with WordPress, managed company taxes and payroll, created 3D model of radar using Blender, & animated company video.

Manufacturing Intern

Jun 2015 - Aug 2015

Boston Scientific, Heredia, Costa Rica

 Refined manufacturing process in Blazer Dx-20 product line by analyzing and testing key steps.

PERSONAL PROJECTS

For code and demos please visit shixwei.com

Type-Royale

Jul 2019 - Sep 2019

- Web app, real-time multiplayer typing battle-royale game, with lobbies, spectating, and invite via links.
- Node, React, and Socket.io.

Emaily

May 2019 - Jul 2019

- Web app for sending yes/no surveys via email as a paid service.
- MERN stack, Google oAuth, Stripe API, SendGrid API.

Backtrack

Mar 2019 - Sep 2019

- Two productivity apps to log and visualize computer time usage.
- For managing my self-study time.
- Python app for collecting data and Electron app for visualizing data.

Discord Bots

Nov 2018 - Jul 2019

- Count Bot, developed for a server that wanted to do multiplayer counting. (JavaScript, MySQL Amazon RDS)
- Triple Triad Bot, to play a card game in discord. (Python, MySQL)

Unity Game Engine Projects

May 2016 - Feb 2019

- I love video games, and I enjoy building game projects with Unity
- Attended the 2019 ICT Game Jam, where I developed Chicken Nightmare with a team over two days.

EDUCATION

Bachelor of Science, Bioengineering Rice University

May 2015 Houston, TX